RESPONSE UNDER 37 CFR § 1.111
Serial Number 10/027,679
Filing Date: December 20, 2001
Title: COMPUTER USER INTERPACE FOR PRODUCT SELECTION

Dkt: P1089USZ1

## IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

- 1. through 19. (Canceled)
- 20. (Previously Presented) A system comprising:
- a cursor control device;
- a display having a screen for viewing by users;
- a processor for receiving cursor control information from the cursor control device and controlling the position of a cursor on the display;
- at least one cell identifying material displayed on said display by the processor, and a buy icon displayed on the display by the processor and operable to cause the processor to obtain the material identified by a cell that is dragged and dropped onto the buy icon.
- 21. (Previously Presented) The system of claim 20 wherein the material is a product offered for sale.
- 22. (Previously Presented) The system of claim 21 wherein the product is a computer program.
- 23. (Previously Presented) The system of claim 21 wherein the product is a video program.
- 24. (Previously Presented) The system of claim 20 wherein an expanded version of the cell is provided by clicking on the cell with the cursor control device.
- 25. (Previously Presented) The system of claim 20 and further comprising multiple cells identifying programming associated with multiple channels.
- 26. (Previously Presented) The system of claim 20 and further comprising multiple cells representative of products in a catalog of products.

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27. (Previously Presented) A system comprising: means for controlling a cursor; means for displaying information to users;

means for receiving cursor control information and controlling the position of a cursor on the display;

means for identifying material displayed on said display by the processor; and
a buy icon displayed on the means for displaying information and operable to cause the
user to purchase the material identified by the means for identifying material that is dragged and
dropped onto the buy icon.

- 28. (Previously Presented) The system of claim 27 wherein the material is a product offered for sale.
- 29. (Previously Presented) The system of claim 27 wherein an expanded version of the means for identifying material is provided by selecting the means for identifying material with the cursor control device.
- 30. (Previously Presented) The system of claim 27 wherein the means for identifying material displayed on the display comprises multiple cells representative of products in a catalog of products.
- 31. (Previously Presented) A method of purchasing material displayed on a computer system, the method comprising:

controlling a cursor;

displaying information to users;

receiving cursor control information and controlling the position of a cursor on the display;

identifying material by a cell displayed on said display by the processor,

displaying a buy icon; and

causing the user to purchase material identified hi a cell that is dragged and dropped onto the buy icon.

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- 32. (Previously Presented) The method of claim 31 wherein the material is a product offered for sale.
- 33. (Previously Presented) The method of claim 31 wherein the product is a computer program.
- 34. (Previously Presented) The method of claim 31 wherein the product is a video program.
- 35. (Previously Presented) The method of claim 31 wherein an expanded version of the cell is provided by clicking on the cell with the cursor control device.
- 36. (Previously Presented) The method of claim 31 wherein multiple materials are identified by multiple cells associated with multiple channels.
- 37. (Previously Presented) The method of claim 31 wherein multiple cells identify multiple products in a catalog of products.
  - 38. (Previously Presented) A system comprising:
  - a cursor control device:
  - a display having a screen for viewing by users;
- a processor for receiving cursor control information from the cursor control device and controlling the position of a cursor on the display; wherein the processor causes purchase of material in a cell that is dragged and dropped onto the buy icon.

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39. (Previously Presented) A computer readable medium having instructions to cause a computer to perform a method of purchasing material displayed on a computer system, the method comprising:

controlling a cursor;

displaying information to users;

receiving cursor control information and controlling the position of a cursor on the display;

identifying material by a cell displayed on said display by the processor; displaying a buy icon; and

causing the user to purchase material identified in a cell that is dragged and dropped onto the buy icon.

40. (Previously Presented) A computer implemented method of buying material, the method comprising: using a cursor control device to identify a cell on a display device, the cell containing a description of the material; and

dragging the identified cell onto a buy icon, causing the material to be selected for purchase.

41. (Previously Presented) A computer implemented method, of buying material, the method comprising: detecting selection of a cell on a display device, the cell containing a description of the material; and

detecting that the identified cell is dragged and dropped on to a buy icon, causing the material to be selected for purchase.

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- 42. (Previously Presented) Apparatus for controlling display of information on a computer system, the apparatus comprising:
  - a cursor control device;
  - a display having a screen for viewing by users;
- a processor for receiving cursor control information from the cursor control device and controlling the position of a cursor on the display;
- at least one cell identifying material displayed on said display by the processor; and a buy icon displayed on the display by the processor and operable to cause the processor to obtain the material identified by a cell that is dragged and dropped onto the buy icon.
- 43. (Previously Presented) Apparatus for controlling material displayed on a home entertainment system, comprising:
  - a cursor control device;
  - a display having a screen for viewing by users;
- a processor for receiving cursor control information from the cursor control device and controlling the position of a cursor on the display;
- at least one cell of video program information associated with a video program, displayed on said display by the processor,
  - a record icon displayed on the display by the processor;
- a recording device coupled to the processor for recording the video program associated with the cell when the cell is dragged and dropped by the cursor control device onto the record icon; and
- a buy icon displayed on the display by the processor and operable to cause the processor to obtain the material identified by a cell that is dragged and dropped onto the buy icon.
- 44. (Previously Presented) The apparatus of claim 43 wherein said material is a product offered for sale.

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- 45. (Previously Presented) Apparatus for controlling material displayed on a home entertainment system, comprising:
  - a cursor control device;
  - a display having a screen for viewing by users;
- a processor for receiving cursor control information from the cursor control device and controlling the position of a cursor on the display;
- at least one cell of video program information associated with a video program, displayed on said display by the processor;
  - a record icon displayed on the display by the processor; and
- a recording device coupled to the processor for recording the video program associated with the cell when the cell is dragged and dropped by the cursor control device onto the record icon.
  - 46. (Previously Presented) The apparatus of claim 45 and further comprising:
- a buy icon displayed on the display by the processor and operable to cause the processor to obtain the material identified by a cell that is dragged and dropped onto the buy icon.
- 47. (Previously Presented) The apparatus of claim 46 wherein said material is a product offered for sale.
  - 48. (Previously Presented) The apparatus of claim 45 and further comprising:
- a picture in picture icon displayed on the display by the processor and operable to cause the processor to display a video program in a window located in a predetermined portion of the display screen.

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- 49. (Previously Presented) Apparatus for controlling the material displayed on a personal computer home entertainment system, comprising:
- a plurality of remote control devices for providing command signals; a personal computer further comprising: a processor; a main memory;
- a bus connecting the processor to the main memory; a display adapter coupled to the bus; a display driven by the display adapter;
- a circuit coupled to the bus for receiving signals from the plurality of remote control devices and decoding the signals to determine the commands, including cursor control signals, wherein the processor receives the cursor control information from the cursor control device and controls the position of a cursor on the display;

at least one cell representative of a product for purchase by a user and a buy icon viewable by a user on the display for causing purchasing of products represented by cells dragged and dropped onto the buy icon by the user.

- 50. (Previously Presented) The apparatus of claim 49 wherein said material is a product offered for sale on a shopping network program.
- 51. (Previously Presented) An icon driven interface for controlling application and video programming on a home entertainment system comprising:
  - a first set of cells associated with products, the cells being displayed on a display screen;
  - a second set of cells associated with computer application programs on a display screen;
- a first set of icons on the display screen separate from the cells, and associated with functions to be performed related to the first set of cells;
- a cursor controllable by a user of the home entertainment system; and a cursor control device for moving the cursor, and controlling the cursor to perform dragging and dropping of the cells on said icons to cause the system to perform the associated functions, and to select application programs from said second set of icons for execution on the system.